AMENDMENT TO THE SPECIFICATION:

Please replace paragraph [0023] on page 6 and its last three lines on page 7, lines 1-3 with the following amended paragraph:

Figure 1 additionally illustrates that the processor 17 includes pipeline 40. Pipeline 40 is a conventional three-dimensional graphics pipeline that may be a program instruction pipeline (e.g., software, computer program, etc.) or hardware pipeline. Pipeline 40 is used for decoding instructions received by processor 17 into control signals and/or microcode entry points, pipeline 40 performs the appropriate operations. In one embodiment, pipeline 40 creates a virtual three-dimensional space using information obtained from, for example, URLs. It will be appreciated, however, that techniques of the invention may be used at web sites in which three-dimensional spaces have already been established. In yet another embodiment, pipeline 40 is used to project onto a screen a texture (e.g., ABC logo) or textures mapped on each surface of a three-dimensional object. The texture mapping and projecting processes involve conventional transformation processes. Details as to how texture mapping is performed is found in Method And Apparatus For Using A General Three-Dimensional (3D) Graphics Pipeline For Cost Effective Digital Image Video Editing, Transformation, and Representation, Serial No. 10/004,737, filed on December 4, 2001, now Patent No. 6,525,728, by Yakov Kamen and Leon Shirman, which is incorporated by reference.